XBOX 360

ACE COMBAT™
ASSAULT HORIZON

namco®

CONTENTS

* SEE PAGE 5 FOR DETAILS ON SAVING DATA.

Video Game Warranty

This video game carries a warranty conforming to the laws of the country in which it was purchased, and valid for a duration of not less that 90 (ninety) days following the date of purchase - (proof of purchase required).

The warranty is not valid in the following cases:

1/ the video game was purchased for commercial or professional use (all such uses are strictly forbidden)

2/ the video game is damaged due to incorrect handling, accident, or improper use by the consumer.

For further information concerning this warranty, the consumer is invited to contact the retailer that sold the game or the hotline at the video game publisher in the country the game was purchased.

Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to **www.xbox.com/live** to learn more.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.

For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live/countries**.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings**.

CREATING SAVE DATA AND SAVE & LOAD

The first time you play the game save data will be automatically created when you proceed from the title screen to the main menu. At least 1MB of free space is required in order to create save data.

If save data already exists then it will automatically be loaded when you proceed from the title screen to the main menu.

Note: Both an Xbox 360 gamer profile and saved data for this game are required to load a saved game.

Your progress in Campaign mode and your achievements in each of the modes, altered settings etc. will all be saved automatically, as required.

Once the game has loaded, the title screen will be displayed. Press ⊙ to perform creation or loading of save data and then proceed to the main menu.

F (Abbreviation for Fighter)

M (Abbreviation for Multirole)

A (Abbreviation for Attacker)

H (Abbreviation for Helicopter)

When playing for the first time

In order to play online you must register an Xbox LIVE account and sign

into it. Once you are signed in, select Xbox LIVE from the main menu and you can go on to enjoy Online matches.

When you are signed into Xbox LIVE, the game's play record will be uploaded

to the "ACE COMBAT ASSAULT HORIZON Synchronized Website". Please refer to the details of using and registering to the Synchronized Website in the official website (www.acecombat.com).

Main Menu
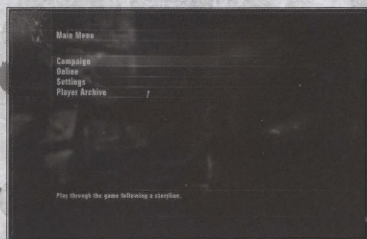
Use the directional pad or 🕹 to highlight a mode and press 🅐 to select it.

CAMPAIGN

Clear a sequence of missions as you follow a story line. The character you use to fly each mission will change according to developments in the story, and the number and types of aircraft you can fly will change, too.

POINTS SYSTEM

You can obtain "points" by clearing the Campaign mode, clearing a single mission in Free Mission and Mission Co-Op modes, and after playing an Online versus battle.

Points can be used to unlock skills for use in Online and Free Mission modes.

Unlocking and setting skills are performed on the skill setting screen during Online and Free Mission modes.

Xbox LIVE

Fight against other players or cooperate with them to complete missions over the Xbox LIVE. Up to 16 players can face off in versus modes, and up to 3 can fly together in coop.

Free Mission

Allows you to replay missions that you have already completed in Campaign mode.

First select the difficulty and then the mission you wish to challenge. Then select your skill set, your aircraft and your special weapons before the mission starts.

The Free Mission option will not be displayed on the main menu when you first play the game. It will only appear after you have completed at least one campaign mission.

Settings

Alter a variety of game settings, including controls, screen display and sound.

Player Archive

View information on combat performance, aircraft flown and saved replay data.
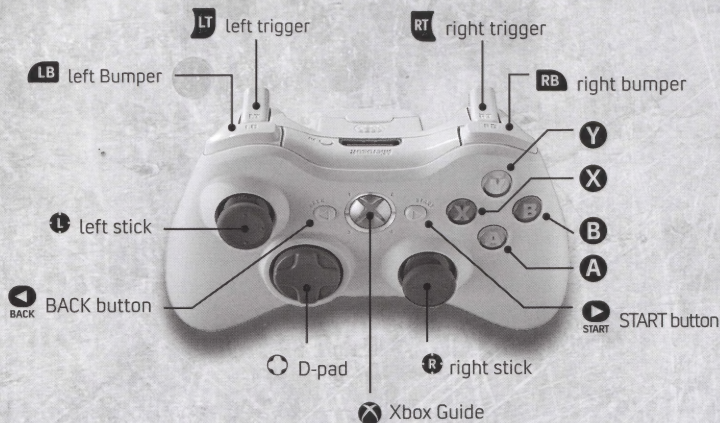
Replays

During Campaign and Free Mission modes, you can select "Save Reply" from the pause menu to save a reply of the action up to that point. Once saved a reply can be viewed from the Replay Theatre. You must have save data created on your HD in order to save a replay.

GAME CONTROLS

The layout of the controller and basic game controls, such as on menus.

Xbox 360 Controller

LT left trigger   **RT** right trigger

LB left Bumper   **RB** right bumper

Y

X

L left stick

B

A

BACK BACK button

START START button

D-pad

R right stick

Xbox Guide

directional pad	Highlight selection
L	Highlight selection
R	Move viewpoint
B	Cancel
A	Confirm

* This game supports the vibration function. In order to use the vibration function, from the main menu select "Settings" and then "," "Control Settings" and then turn "Vibration" "ON". You will also need to turn the vibration function "ON" on the Xbox Guidebefore you can use it.

Focus

During Campaign, Free Mission and Mission Co-op play **Y** icon may appear on the screen. If you press **Y** prior to the icon disappearing you will focus in a specific target. In certain situations the icon will be displayed surrounded in red; a failure to perform such a focus will cause you to fail the mission.


Changing Viewpoint

When flying a fighter, multirole, attacker or attack helicopter you can use **R** to cycle viewpoint between "rear view" -> "cockpit view" -> "HUD view".

When flying a Gunship you can toggle between "gunner vision" and "third person view".

You cannot change viewpoint when flying a bomber or as a door gunner.

GAME SCREEN

During a mission a variety of information will be displayed on the screen.
The exact information displayed differs depending on the type of aircraft you are
flying and your current situation. Please see the following pages for more details.
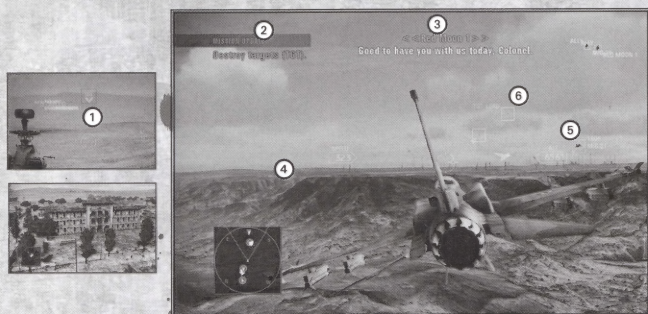
1 Destination Locator
Displayed when there is a destination you need to head towards during a
mission, and shows the direction and distance to it.

2 Current Mission Objective
Displayed temporarily when there are changes in mission objective or the state
of the fighting.

3 Subtitles
Green: your transmissions and lines
Blue: transmissions from wingmen and allies
Red: transmissions from enemies

4 Radar Map

5 Distance to Target

6 Target Container
Displays the category of a target that can be seen on the screen. Containers that
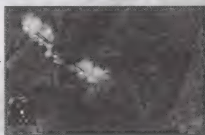can be locked onto also display the distance to the target.

Taking Damage

When you get hit by enemy attacks the screen will turn red and one of the messages on the right be displayed, in accordance with the amount of damage taken. Take too much accumulated damage and you will be shot down.
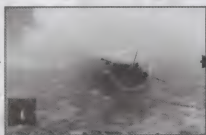
Light Damage　　　　**Heavy Damage**　　　　**Critical Damage**

Radar Map

Displays the locations of your own aircraft, and those of allies and enemies. The size of the area displayed will change automatically depending on the range to the enemy being targeted.

You can also press ◯ to toggle between search radar and status map.

Search Radar　　　　**Status Map**

Example of Radar

Cone

Enemy aircraft etc. will appear on the screen when they are inside the left and right cones.

Radar Marks

Displays the position of enemies and allies.

Axis

This line continually indicates the direction of the nose of your aircraft.

Combat Area Departure Line

Cross this line and enter the Black area and you will fail the mission.

Aircraft Strike Mode (ASM) Path / Landing Path

Displays the flight path for Air Strike Mode and landing.

Fighter / Multirole / Attacker

The controls and game screen for a fighter, multirole and attacker. Master these controls and bring destruction to your targets.

Controls

The default control type setting is "Optimum". To change your control type or stick sensitivity, from the main menu or pause menu select "Settings" then "Controller" and then "Aircraft," then make the desired changes.

🕹	⬆ Descend ⬇ Ascend ⬅ Turn Left ➡ Turn Right
🕹	Control camera
Ⓑ	Fire missile (normal weapons) and special weapons
Ⓐ	Fire machine guns
Ⓨ	Switch lock on target and Deactivate DFM
Ⓧ	Toggle missiles (normal weapons) and special weapons
LT	Decelerate
RT	Accelerate
LB	Turn to the left without tilting aircraft (yaw left)
RB	Turn to the right without tilting aircraft (yaw right)
LB + RB	Activate Dog Fight Mode (DFM), activate counter maneuver.

Activate Air Strike Mode.

* DFM, counter maneuver and ASM can only be activated when the correct conditions are met

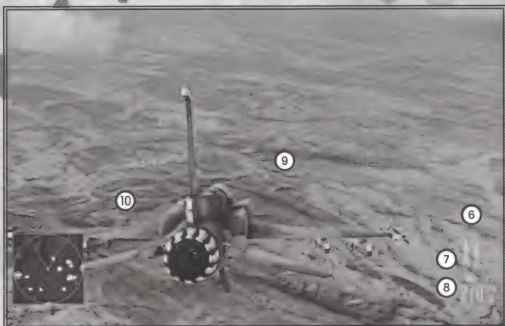|	
Hold Down LB + RB	Levels out your aircraft (auto leveling system)
🕹	Deploy flare

13

"Original" Control Type

If control type is changed to "Original" under Settings then controls will change as outlined below. Although turning the aircraft is a more complex procedure when using this control type, once you are accustomed to it you will be able to fly far more freely.

🕹 .... ↑ Lower nose (pitch down)
↓ Raise nose (pitch up)
➡ Tilt aircraft to the right (roll right)
⬅ Tilt aircraft to the left (roll left)

To turn, after tilting the aircraft to the left or right, move 🕹 down to bring up the aircraft's nose.

Game Screen (Rear view)

The game screen (rear view) when flying a fighter, multirole or attacker.

1 AB		Displayed after accelerating to maximum engine output
2 Speed		Speed of your aircraft
3 Velocity Vector		A mark that indicates the heading of your aircraft
4 Target Locator		Displayed when locked on, indicating direction to the target
5 Altitude		The altitude of your aircraft

6 Selected Weapon	Type of currently selected weapons (missiles and special weapons)
7 Remaining Ammo	Remaining ammo in currently selected weapons (missiles and special weapons)
8 Remaining Flares	Remaining number of flares. Flares cannot be used when an X is displayed here.
9 Missile Seeker	A targeting mark use to lock onto the enemy.
10 Missile Alert	Displayed when an enemy missiles is incoming. The position it will be displayed in depends on the direction it is coming from and the distance it is away.

* From the main menu select "Settings" and then "HUD Units" to alter the units of measurement used to display "speed" and "altitude."

Cockpit View / HUD View

When 🔘 is used to change to the cockpit or HUD view the following additional information is displayed.

1 Direction   Indicates the direction of your aircraft

2 Pitch Scale   Displays the angle of your aircraft compared to the horizon, using a broken line if your nose is pointing downward

3 Whisky Mark   Indicates the direction the nose of your aircraft is pointing, and is always displayed in the center of the screen.

BOMBER

The controls and game screen for a bomber. Master these controls in order to perform precision bombing from above and destroy ground targets.

CONTROLS

The default control type setting is "Standard". To change your control type or stick sensitivity, from the main menu or pause menu select "Settings" then "Controller" and then "Aircraft," then make the desired changes.

🕹	Normal : ↑ Descend ↓ Ascend ← Rotate Left → Rotate Right When Using MUGB : Move bomb impact circle
🕹	Control camera
Ⓑ	Normal : Not used Air Strike Mode: Drop bomb
Ⓐ / 🕹	Deploy flare
Ⓨ	Switch lock on target
LT	Decelerate
RT	Accelerate
LB	Turn to the left without tilting aircraft (yaw left)
RB	Turn to the right without tilting aircraft (yaw right)
LB + RB	Activate Air Strike Mode

ASM can only be activated when the correct conditions are met

Hold down LB + RB ....Levels out your aircraft (auto leveling system)

GAME SCREEN

The basic way to view the screen is the same as for fighter, multirole and attacker.

USING FLARES

As the bomber is specialised in attacking ground facilities, it is unable to attack enemies during normal flight. If enemy missiles come for you press Ⓐ or 🕹 button to launch a flare (heat source) and avoid the attack.

After using a flare you cannot use another one until your flares recharge.

*The flare count will be replaced by a blinking 'X' till the flares are recharging.

ATTACK HELICOPTER

The controls and game screen for an attack helicopter. Use machine guns and special weapons to cut a swath through your targets.

CONTROLS

The default control type setting is "Type A". To change your control type or stick sensitivity, from the main menu or pause menu select "Settings" then "Control Settings" and then "Attack Helicopter," then make the desired changes.

🕹	⬆ Forward ⬇ Backward ⬅ Strafe Left ➡ Strafe Right
🕹	Normal : ⬆ / ⬇ Move target sights When Focused on Enemy : Move sights
Ⓑ	Ascend
Ⓐ	Descend
Ⓧ	Switch special weapons
LT / LB	Focus on enemy * For as long as button is held
RB	Fire special weapon
RT	Fire machine guns
LB + RB	Counter maneuver
🕹	Level out view

GAME SCREEN

1 Speed
2 Targeting Reticule
3 Altitude
4 Target Locator
5 Currently Selected Special Weapon
6 Remaining Ammo for Special Weapon
7 Missile Alert

DOOR GUNNER

The controls and game screen for a door gunner.

You will take the role of a door gunner aboard a multirole helicopter and provide supporting fire.

CONTROLS

To change the movement axis of the target sight or stick sensitivity, from the main menu or pause menu select "Settings" then "Control Settings" and then "Door Gunner / Gunship," then make the desired changes.

🕹 / 🕹 ....Move target sight

Hold down 🎮 ....Zoom sight

🎮 ....Fire machine gun

GAME SCREEN

The game screen when playing as a door gunner.
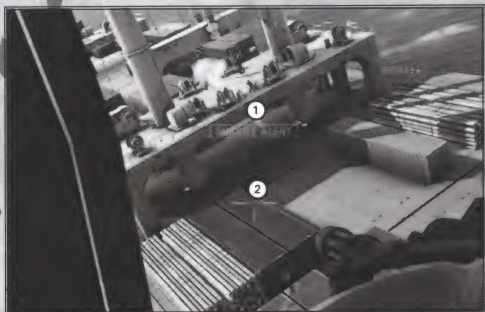
1 Missile Alert   Displayed when a missile is closing in.

2 Target Reticule

USING THE MACHINE GUN

While holding down 🔲 you will fire your machine gun toward the target sight.
Use 🔘 or 🔘 to move the sight over each target and then press 🔲.

The machine gun does not overheat.

SIGHT ZOOM

While holding down 🔲 the camera will zoom in, making it easier to aim at targets.

EFFECTIVE USE OF EXPLOSIONS

Objects such as cars and fuel tanks will explode when destroyed, causing damage to anything else in the vicinity. If you spot any of these objects close to enemy targets, blowing them up will help you reduce enemy numbers more effectively.

Gunship

The controls and game screen for a gunship.

You will take the role of gunner aboard a gunship and attack targets on the ground.

Controls

To change the movement axis of the target sight or stick sensitivity, from the main menu or pause menu select "Settings" then "Controller" and then "Door Gunner / Gunship," then make the desired changes.

🕹 / 🕹	Move target sight
ⓧ	Switch weapons
RT	Fire

Game Screen

When aboard a gunship a special viewpoint called "gunner vision" is used, that allows enemy and allies to be differentiated between from above. In gunner vision enemies and allies will be displayed brighter than normal.

1 Direction of Enemy
2 Direction of Allies
3 Target Reticule
4 Location of Sights
5 Enemy
6 Currently Selected Weapon

THE PAUSE MENU

Press ⏸ during a mission and the pause menu will be displayed. Use the ⬆ and ⬇ directional pad or 🅛 to highlight a selection and then press 🅐 to confirm it. Your current mission objective and the status map will also be displayed. Take advantage of this information.
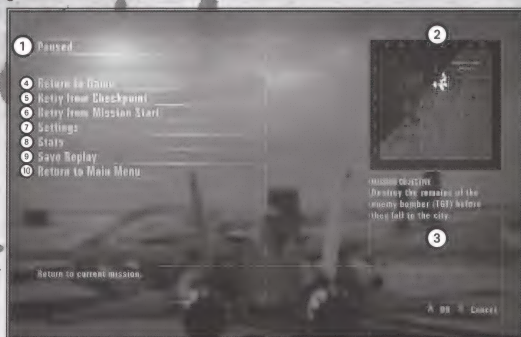
① **Menu Item**

② **Status Map**

③ **Current Mission Objective**

④ **Return to Game**

Close the pause menu and return to the mission currently being played.

⑤ **Retry from Checkpoint**

Retry current mission from the last update to mission objectives (check point).

⑥ **Retry from Mission Start**

Retry the current mission from the beginning.

⑦ **Settings**

Turn the flight assist function (provides control support that will help prevent you from crashing into the ground) and vibration on / off, select the control type for each aircraft and alter the volume of sound effects and music.

⑧ **Stats**

View various records, such as targets destroyed.

⑨ **Save Replay**

Save a replay.

⑩ **Return to Main Menu**

Quit the mission currently being played and return to the main menu.

When playing Free Mission, "Return to Mission Select" will be displayed instead of "Return to Main Menu". Select it to end the current mission and return to the mission select screen.

Special Controls Guide 1

DFM Dog Fight Mode

Can be used by: F Fighter M Multirole

1
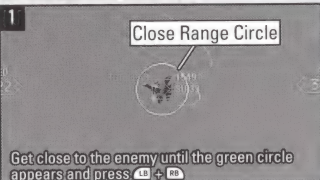
Close Range Circle
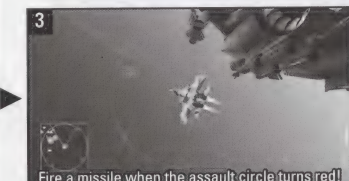
Get close to the enemy until the green circle appears and press LB + RB

Fly close enough to a locked on enemy for the flashing "close range circle" to appear and then press LB + RB buttons at the same time...

2
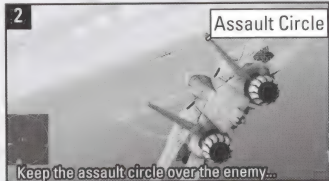
Assault Circle

Keep the assault circle over the enemy...

And you will enter DFM (dog fight mode), allowing you to chase the enemy down! Your attacks will hit the enemy more easily while they are underneath the assault circle. Fly skillfully to keep them there for as long as possible!

3

Fire a missile when the assault circle turns red!

Keep the enemy continuously under the assault circle and it will turn red. Fire a missile once this happens for increased accuracy! Time your missile shots carefully!

4

Accelerate and decelerate to stay on his tail!

Accelerate and the assault circle will get larger, making it easier to attack the enemy. Decelerate and some space will open up between you, but it will be easier to turn and keep on his tail!

Special Controls Guide 2

ASM Air Strike Mode

Can be used by: A Attacker M Multirole

1
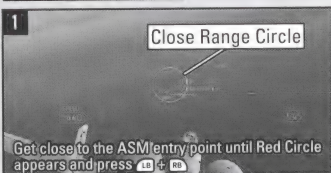
Close Range Circle

Get close to the ASM entry point until Red Circle appears and press LB + RB

Fly close enough to a locked on aerial ▽ for the flashing "close range circle" to be appear and then press LB + RB at the same time...
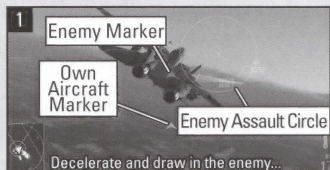
2

Side Cone
Centre Line
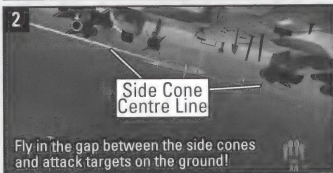
Fly in the gap between the side cones and attack targets on the ground!

Enter ASM to attack ground targets. While flying in the space between the side cones your weapons will reload faster and your attacks will be more accurate. Switch quickly between targets to attack them all.

Special Controls Guide 3

Counter Maneuver   Can be used by: F Fighter   M Multirole

1

Enemy Marker

Own Aircraft Marker

Enemy Assault Circle

Decelerate and draw in the enemy...

When trying to escape from enemy DFM, when the marker showing the distance between you and the enemy appears, decelerate and draw the enemy in.

2

Maneuver Sign

Press LT until green and red arrows overlaps and press LB + RB

When your aircraft is level and the maneuver sign is displayed press LB + RB at the same time...

3

Circle around behind the enemy...
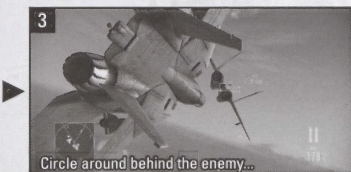
The counter maneuver will be activated - a special flight maneuver used to circle around behind the enemy.

4

Attack and defense switch over! Use DFM to go on the attack!
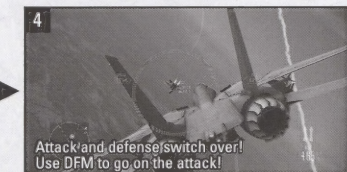
After circling around behind the enemy roles of attack and defense will be automatically swapped over, allowing you to go on the attack in DFM.

BOEING

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